

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

THE LAST RESORT

Kim Eastland



The WEST COAST AVENGERS™ must save IRON MAN™!
(But who's going to save THEM?)



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HAWKEYE™

Clint Francis Barton
Adventurer

Fighting: GOOD
Agility: REMARKABLE
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 70
Karma: 22
Resources: TYPICAL
Popularity: 45

Powers:

EXTRAORDINARY VISION. Hawkeye has Remarkable vision, allowing him to pick out distant objects with precision.

POOR HEARING. Hawkeye recently had his hearing damaged. When he wears his hearing aid his hearing is normal.

MARKSMAN, BOW Hawkeye has Monstrous Agility when firing a bow. He usually uses a 2-meter, double-recurved, compound, reinforced-fiber glass long-bow with a 75 lb. pull that has a range of 7 areas. He can fire up to three arrows in one round, and can "pin" an opponent up to 2 areas away without harming the opponent. This requires a bull's-eye.

Equipment/Possessions:

ARROWS. Hawkeye carries 36 arrows in his quiver. Twelve are standard, target-tipped arrows that inflict Excellent slugfest damage. Six have triple-bladed razor heads (Excellent Hack'n Slash damage); he never aims these to strike a living creature but uses them, instead, to shred tires, pin people to trees, etc. The other 18 arrows are chosen from a large variety of special and exotic arrows. Whenever Hawkeye leaves his base of operations, he must specify what type and how many of each of these exotic arrows he is carrying. Some types of special arrows are listed below. Players can design others with the judge's permission.

Explosive—Amazing grenade damage
Tear gas—Excellent potency
Acid—Monstrous corrosive strength
Electric—Amazing damage
Smoke—Covers 1 area
Thermal—Remarkable heat
Suction Cup*—Remarkable strength, attaches to smooth surfaces only
Vibrating—Excellent damage
Boomerang*—Returns next round. Can be used with light rope or cable to wrap around an object or person
Flare—Lights up a 2-area radius, or causes Good fire damage
Magnetic*—Incredible strength, attaches to metal surfaces only

Putty*—Excellent strength adhesion, causes Remarkable damage to open machinery

Hypersonic—Excellent potency knockout tip, stuns for five rounds

Flame-Killer—Amazing smothering effect or damage to flaming creatures.

* This type of arrow can be attached to a light rope or cable. The light rope is Excellent Material and has a maximum range of 5 areas. The cable is Incredible Material and has a maximum range of 3 areas.

Talents: Hawkeye has received training under Captain America in martial arts, and as such can stun and slam any opponent in combat. Hawkeye receives one column shift to the right when using any weapon that requires an agility FEAT roll.

Background: Hawkeye was trained in archery and gymnastics as a circus member. He started off on the wrong foot as a villain, teaming up with the Soviet agent Black Widow. Eventually he found his way into the ranks of the Avengers. For a short time he took over the powers of Goliath and assumed the name Goliath II. On several occasions he has quit the Avengers, only to return later or become a back-up member. He is now the leader of the Avenger's West Coast team. He is married to Mockingbird and has few friends outside of the Avengers.

TIGRA™

Greer Grant Nelson
Adventurer

Fighting: EXCELLENT
Agility: INCREDIBLE
Strength: INCREDIBLE
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: REMARKABLE
Psyche: EXCELLENT

Health: 130
Karma: 56
Resources: TYPICAL
Popularity: 50

Powers:

EXTRAORDINARY SENSES. Tigra has Monstrous vision, hearing and smell. Her sense of smell is good enough to allow her to track a person through a crowd. Tigra

also has infravision and can see in the dark. Her vertical pupils allow a greater angle of vision above and below her, which accounts for her high Intuition.

EMPATHY. Tigra can share the emotions of other beings. She senses strong emotions automatically, but may detect a specific emotion (such as fear in a cornered villain) by making a Psyche FEAT roll.

RUNNING SPEED. Tigra can run 4 areas per round for up to 3 rounds before tiring and slowing to normal speed.

CLAWS. Tigra's claws inflict Good damage on the Hack'n Slash chart.

Equipment/Possessions.

TALISMAN. Tigra wears a cat's head talisman around her throat which allows her to create an illusion of her original self. She can easily pass in society as a human this way, though she prefers her feline form.

Background: As a laboratory assistant, Greer Nelson agreed to take treatments to enhance her physical and mental abilities as part of an experiment. The head of the laboratory was actually one of the Cat People, an alien race evolved from cats. In pursuing HYDRA agents who were trying to obtain a black plague serum from the lab, Greer was mortally wounded. To save her life, the Cat People mystically transformed her into one of their own kind. However, she retained the extraordinary abilities gained from the experiments as well. She took the name of Tigra and thereafter pursued a crimefighting career. Tigra still holds a powerful grudge against HYDRA. She was a member of the Avengers for only a short time and did not develop a close friendship with any of them. Hawkeye recruited her to the West Coast Avengers. She and Wonder Man have since grown close, owing to the fact both are unsure of their powers.

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THE LAST RESORT

Kim Eastland

Recently, a new branch of the AVENGERS™ was established. Led by HAWKEYE™, the astounding archer, the new group is composed of MOCKINGBIRD™, ex-SHIELD™ agent and Hawkeye's wife; IRON MAN™, one of the founding Avengers; TIGRA™, a human altered into one of the mysterious Cat People; and WONDER MAN™, a super-powered hero with the strength to battle THOR™. Together these five form the WEST COAST AVENGERS™.

Yet even now, as they vacation in the mountains, their enemies are gathering. For both this gang of villains and for the newly formed group of heroes, this vacation may be their Last Resort!

This adventure occurs before the events depicted in *Iron Man #200* and *West Coast Avengers #1*. The "golden armor" of Iron Man is worn by Jim Rhodes, not Tony Stark.

This adventure is designed for use with the MARVEL SUPER HEROES™ Role-Playing Game. You need the game in order to play.

This adventure is primarily designed for a judge and four players,

with RICK JONES™ being a Non-Player Character. If you have more than four players, other Avengers can be used as well (we suggest less powerful characters like CAPTAIN AMERICA™ or the WASP™). If you add more heroes, you'll have to increase the strength of their foes, too, giving them more Karma: add 100 points for each additional hero.

If you have fewer than four players, either let some players control more than one hero or run those heroes yourself as NPCs.

The West Coast Avengers have a Karma pool of 240 points, but if they get separated, divide the Karma evenly among the heroes.

It's important that you read this entire module and the map information before running the adventure. There are different approaches the team can take in accomplishing its task, so be prepared for any eventuality.

So here we go, Marvelites, on a deadly vacation with one of Marvel's newest, yet most experienced, super teams, the West Coast Avengers.

Excelsior!!

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THE MANDARIN'S PLAN

The MANDARIN™ has concocted a fantastic scheme to capture and brainwash Iron Man. It all began when the Mandarin learned Iron Man would attend a Boy Scout mini-jamboree in a remote section of Baldy National Forest in Idaho. The Mandarin was there far in advance to set up his secret headquarters. Under the guise of MR. MYN CHU™, he hired "lesser" villains to keep out intruders until his plans were complete.

Holographically disguised as a park ranger, the Mandarin easily gained the scouts' confidence. Soon, through his Mento Intensifier ring, the scouts were under his control. When Jim Rhodes arrive as Iron Man, they gave him drugged food and drink that paralyzed him in seconds. The golden Avenger did manage to turn on his emergency beeper transmitter and drop a power cell as a clue. The Mandarin didn't expect anyone to look for Iron Man because this was a private appearance; his fellow Avengers in New York wouldn't suspect a thing.

The plan worked perfectly...except for one small hitch. Iron Man is now a member of the West Coast Avengers, a fact not known by the Mandarin. Upon his arrival, Jim called his friends on the coast and suggested they come up for the weekend. Unexpected heroes were on the scene within 24 hours of Iron Man's abduction.

The scouts and villains were deployed to keep hikers and campers from coming near the Mandarin's lair. No consideration was given to keeping away super-powered intruders.

Because their arrival was unexpected, the Mandarin has instructed most of his minions to capture the heroes for interrogation.

The Mandarin's plan included using his Mento Intensifier Selective Concentrator (MISC) enhanced Mento Intensifier ring to break down Iron Man's will and mentally enslave him. He calculated that the initial control would take no longer than 24 hours to establish, but that complete control of Iron Man would take 48 to 72 hours of conditioning. Once controlled, Iron Man would accompany the Mandarin back to China where the Mandarin's new world domination campaign would begin.

Iron Man is under the Mandarin's control when this module begins, but he is weakened. His abilities return in full, despite the Mandarin's control, by the afternoon of the third day. Iron Man remains in the Mandarin's cavern laboratory until either all of the heroes are captured or the heroes attack the cave.

USING THE MAP

The map provided in *The Last Resort* covers a larger amount of ground than is usual. To compensate, the map is divided into *mega-areas*. Each mega-area represents 5 to 10 times as much ground as a normal area. This has some special effects on play.

MOVEMENT. Movement on the forest preserve map is counted in minutes per mega-area, not areas per round. Table 1: Movement shows how many minutes a hero needs to cross each type of mega-area, depending on his or her Endurance. The first number is for heroes with Feeble Endurance, the second number is for Poor to Excellent, and the third number is for Remarkable or better.

Table 1: Movement

Terrain	Time to Cross		
Trail, Campground	5	3	2 minutes
Narrow Ford	0	0	0
Wide Ford	5	3	2 minutes
Narrow Stream	10	5	3 minutes
Wide Stream	20	10	7 minutes
Brush, High Grass	10	5	3 minutes
Sparse Forest	20	10	7 minutes
Dense Forest	40	20	12 minutes
Rock Slide	30	15	10 minutes
Rock Outcroppings	45	25	15 minutes
Mountain	60	30	20 minutes

As an example, Hawkeye, whose Endurance is Excellent, moves one mega-area along a forest trail in 3 minutes, one mega-area through brush in 5 minutes, and one mega-area through dense forest in 20 minutes.

Some of the trails are marked with dotted lines. This indicates the trail is an animal path. Following an animal path requires a yellow Intuition FEAT roll in each area. Tigra finds animal trails automatically.

COMBAT. The use of mega-areas affects combat ranges also. Any weapon or super power that has a range of 1 to 5 areas can only be used against opponents in the same mega-area. A weapon or super power with a range of 6 to 10 areas can be used against an opponent in an adjacent mega-area. A weapon or super power with a range of 11 areas or more can be used against an opponent up to two mega-areas away. (All of the ranges given in the character and equipment descriptions are in normal areas.)

WILDLIFE. The Judge rolls the dice every time a hero or group of heroes moves four mega-areas. Check Table 2: Animal Encounters to see whether the heroes have been startled by some wildlife.

Table 2: Animal Encounters

Number Rolled	Encounter
1-10	Small (bunny, bird, rat, etc.)
11-16	Medium (raccoon, opossum, etc.)
17-18	Large, passive (deer, etc.)
19-20	Large, threatening (bear, wolf, etc.)
21-00	No encounter

If the heroes encounter something (whether it's a rabbit or RADIOACTIVE MAN™) tell them that they hear a rustling sound or see movement in the brush. The players must decide whether to investigate, attack, or ignore each little noise they hear. (Tigra's senses prevent her from ever being surprised by a creature in the woods, but she must make an Intuition FEAT roll to identify the type of creature by sound or smell.)

WEATHER. The season is late summer or early fall. The weather on each day is as follows:

First Day—pleasant and clear.

High temp—70s Low temp—50s
Sunrise—6:30 a.m. Sunset—7:15 p.m.
Wind—calm Moon—Full

Second Day—partly cloudy.

High temp—60s Low temp—40s
Sunrise—6:33 a.m. Sunset—7:11 p.m.
Wind—NW 10-25 mph Moon—not visible
Rain—begin 5 p.m., heavy in evening

Third Day—rain and fog.

High temp—50s Low temp—30s
Sunrise—6:45 a.m. Sunset—6:50 p.m.
Wind—calm Moon—full
Rain—through early morning, then fog

DARKNESS. Unlike the city, the wilds of Idaho are dark at night. On evenings without a full moon sight is restricted to a single area and objects can be clearly identified only when very close. Attacks are shifted one column to the left. Super powers may negate this.

RAIN. Visibility is reduced to a single area during heavy rain, and all missile weapon attacks (including arrows but excluding energy bolts) are shifted two columns to the left. Fires of less than Good intensity are dampened, and fires of greater intensity are reduced by one level each round unless renewed.

CHAPTER 1:

THE PHANTOM JAMBOREE

CAMPAIGN

Read the following to the players:

You wake up with a start at the stewardess's announcement, "All passengers, please buckle your seat belts and prepare for arrival." The four of you—Hawkeye, Mockingbird, Tigra, and Wonder Man—have decided to join Iron Man for a vacation in the mountains following weeks of battling baddies and getting situated in your new West Coast Avengers compound. All of you are tired and welcome this chance to relax.

Iron Man was chosen by the Boy Scouts as the "most prepared man in America." He was invited up to the local jamboree being held at Old Baldy Forest Preserve, near the resort town of Sun Bird Valley, Idaho. You've heard wonderful stories about this beautiful resort area, so when Iron Man called and told you how relaxing it was and how reasonable the hotel rates are, the group as a whole decided it was the perfect chance to get away.

The West Coast Avengers, minus Iron Man, go immediately to their hotel rooms after landing. There is a message for them from Rick Jones, honorary Avenger and coordinator of the scout contest that Iron Man is here for. The message asks the Avengers to find Rick immediately, as something has come up.

Rick is staying in the same hotel and can be found easily by the heroes. He is worried. He tells the team that when he arrived last evening he checked to see if Iron Man had arrived in the morning as planned. Apparently Iron Man did arrive on schedule, but Rick hasn't been able to find him yet. Rick also went out to the campsite early this morning and couldn't find the scouts, either. They should have arrived a few days ago.

Iron Man's room contains his personal effects but no sign that he ever slept there or even stopped in since his initial check-in. If the Avengers call their compound, where a few of the New York Avengers are covering for them, they will find that Iron Man has left no calls for them.

When the characters check out the campground, read the following:

You arrive at the park at 1:00 p.m. A park ranger gives you directions to the



campsite, and you find it easily. A posted sign states that the campsite is reserved for the jamboree. But when you arrive at the site you find only empty tents. No other campers are at the site and there is no sign of Iron Man or the scouts.

The characters probably will search the campsite for clues. Discovering a clue is an Intuition FEAT. Seven clues are described in the following paragraphs; the Judge can make up more if he wants.

The characters will discover the clues in the order that they're listed. If all the characters miss their Intuition FEAT rolls then the Judge can let Rick Jones "discover" one or two. If a character announces that he is looking for a specific type of clue or examining a limited area (i.e., "I'm looking through the tents for letters or diaries"), add 15 to that character's Intuition FEAT dice roll and let him discover any clue that applies to the area he is searching.

Utensils—Eating and drinking utensils are scattered about the campsite as if all of them were left at the same time. All utensils except one plate and mug seem

to have been carefully set down: the mug and plate look as though they were dropped.

Mug & Plate—The character who notices the utensils should make a second Intuition FEAT roll, adding 15 to the dice. If the roll is successful the character notices some unusual powder in the tipped-over mug and plate. If Tigra examines this powder she identifies it by smell as a powerful paralyzing agent manufactured from a rare herb found in the Orient.

Battery Cell—A general sweep of the area turns up one of Iron Man's spare battery cells by the campfire. It is fully charged and appears undamaged.

Telegram—If the tents are searched, a telegram from Boy Scout Headquarters is found. It was sent to one of the scoutmasters requesting that his troop come a few days earlier than planned to help with preparations. Rick Jones tells the Avengers that the telegram, because of its return address and "special headmaster" signature, definitely was not sent by scout headquarters.

Searching the tents also reveals that most of the scouts' food and personal gear is still in the campsite.

Footprints—Definite signs of Iron Man's metal boots are found throughout the campsite. A second successful Intuition FEAT roll finds a wide trail of many footprints leading into the woods between B-12 and E1. All of these footprints must have been made when the ground was wet. Rick can tell the heroes that the most recent rain was yesterday morning and the ground was dry by yesterday evening.

Park Ranger—If any hero checks at the ranger station at the entrance to the park, the ranger there tells him that the scouts are the only campers who've been in the park recently and they didn't leave through the main entrance today or yesterday. The ranger has not seen Iron Man.

Scent—If Tigra uses her heightened sense of smell, she discovers no strong scents in the area, indicating to her that no one has been in the campsite in the last 24 hours.

Give the characters plenty of time to rummage around for clues. When they are finished searching, or if it looks like they are going to skip the camp and search the woods, or if Wonder Man prepares to fly off for some reason, the following things happen:

- Tigra hears a sharp hiss from the direction of B1;
- Something strikes Wonder Man's jet belt. No one saw what it was.

BATTLE

The heroes start out wherever they want in the campground. All of the characters can make an Intuition FEAT roll to see if they spot anything. All characters who get a yellow or red result spot someone with a rifle in B1.

The sniper in the woods is actually a boy scout mesmerized by the Mandarin, and his gun is a compressed air-powered tranquilizer rifle. His shot hit Wonder Man's jet belt. The dart jammed the jet mechanism and the belt is now inoperable for the rest of this adventure. The scout thinks Wonder Man's impervious skin deflected the shot and will not fire at him again.

The scout can fire one shot per round. The rifle has a range of 10 areas and it holds five shots. The tranquilizer dart causes Good damage and automatically knocks out anyone whose skin it punctures in two rounds. The unconscious victim wakes up again in two or three hours. The Mandarin does have an immediate antidote for the tranquilizer dart in his headquarters.

Each time the tranquilizer rifle is fired, the characters can make another Intuition FEAT roll to spot it, shifting one column to the right per shot.

If the scout runs out of darts, he drops the rifle and runs into the woods. Any pursuing Avengers can catch him if they start

no later than four rounds after he leaves. If he escapes, add another scout/trap to any mega-area.

If the scout is captured, he shows signs of being mentally controlled and fades in and out of consciousness. Read the following:

As the young scout slips back into a coma, he whispers, "All controlled! Can't resist. Much Danger. Took him north! Took him to...to..." and then he passes out. Rick Jones says, "I better see what medical help I can get up here and notify some parents. I'll try to join you again later, if I can. You better find those scouts as soon as possible, before something really awful happens. If whoever planned this will do this to kids, I don't want to imagine what he'll do with Iron Man!"

If the Avengers notify the rangers immediately, they will take care of the scout and call local police to guard the campground while waiting for further instructions.

It should be obvious to the heroes that they have to search the forest preserve for Iron Man and the scouts. They may proceed in any direction they wish, along a trail or through the underbrush or forest. At various locations along the trails, the scouts under the Mandarin's mental control are waiting in ambush. At least 19 of them are lurking out in the underbrush, waiting to stop anyone who comes down the trails. They use their knives, hatchets, or fists to turn back any intruders who are moving north; this is their prime mission.

Each scout has set three traps in his area. When a hero moves into a mega-area that contains a trap, make a FEAT roll for the trap. If the trap gets a yellow result on the Typical column, the hero steps into it. The hero can make an Agility FEAT roll to escape before the trap closes. A trap causes Typical damage.

A scout is hiding in each of the following mega-areas:

B9	D2	F5	O6
B10	D6	F6	O7
B11	D8	G6	P1
C1	E1	H1	P4
C3	E2	H5	

These scouts, under mentally controlled conditions, can be subdued after they have sustained Excellent damage or overpowered and restrained for four rounds. Besides the scouts, the Mandarin has scanners everywhere in the preserve. A hero may spot one if he is looking for the unusual; a successful Intuition FEAT roll locates a scanner in that mega-area. A red Intuition FEAT roll always spots a scanner, regardless of whether the hero was looking for one.

The scanners automatically spot any-

one on the trail, night or day, but they have only a 50% chance of spotting someone off the trail (Typical FEAT roll) and no "chance of spotting someone off the trail in heavily wooded mega-areas. When the Mandarin locates intruders he teleports one of his hired villains out to deal with them, but only in pre-selected areas where their power can be best utilized. He can teleport his minions to and from anywhere in the park with the help of the Mento Intensifier Selective Concentrator (MISC). If a villain defeats heroes in one mega-area, The Mandarin teleports him to another mega-area.

AFTERMATH

If a hero is captured or knocked out, he is tied up and turned over to Radioactive Man, who takes the prisoner to the Mandarin.

If a scout is subdued by the Avengers, he falls into a deep, coma-like trance for 24 hours. After that he will be fine, with no memory of what happened, except for any injuries he received.

Table 3: Phantom Jamboree Karma

Each clue discovered	+15
Bonus if all clues are discovered	+15
Each scout captured	+10
Bonus for each scout captured unharmed	+15
Stepping into a trap	-10
Each scout who attacks, causes damage, and escapes	-10
Each Avenger knocked out	-20
Each Avenger captured	-35



CHAPTER 2: FLORAL FIENDS!



CAMPAIGN

The first confrontation the heroes have with a villain is with PLANTMAN™. He is teleported to one of the following mega-areas to intercept the team or a member: C2, C4, C8, D4, F5, or G4. When one or more Avengers enters one of these mega-areas, read the following:

You are surrounded by forest when you hear rustling to your right. You pause, and suddenly something wraps around your ankles. You look down to find your feet entangled in vines; all of the plants around you are moving, reaching for you. From the forest you hear a wicked laugh.

Plantman has stimulated most of the plants in this area and commands them to attack the characters. His primary mission here is to prevent anyone from moving north past him. He is to subdue and deliver the heroes to "a large, green man," but not kill them.

BATTLE

The plants attack until Plantman is defeated. Three vines wrap around each character in the first round (Excellent Strength for Grappling. Feeble Material.) After a character is grappled and held in place for one round, a root surfaces and attacks (Remarkable Strength for Grap-

pling, Poor Material.) If a character is still conscious after three rounds, one of the trees attacks (Typical Fighting for Slug-test, causing Amazing damage. Typical Material.)

Although Plantman's floral fiends are extremely loyal he must make a yellow Psyche FEAT roll to convince plants to approach certain death: fire, acid, poison, etc.

Any character trying to locate Plantman among the foliage must make an Intuition FEAT roll. Attacking Plantman disrupts his concentration and shifts all attacks by his plants two columns to the left. They abandon their attacks altogether only if he orders them to or falls unconscious.

If a hero dodges Plantman's vines and branches for two rounds, Plantman commits more and more plants to the fray until there are too many to dodge.

AFTERMATH

If any heroes are captured, they are turned over to Radioactive Man when he arrives. Plantman is not to pursue any heroes who flee south, only to prevent anyone from passing through to the north.

If things look bad for Plantman, he has the trees drop enough leaves to create an effective "smoke screen." A yellow Intuition FEAT roll locates him in the falling foliage. If he escapes, he circles around his opponents and heads toward his camp in

the southeast. He rests there for two days, then leaves by plane.

If Plantman is captured and the heroes convince him to talk, he spills the beans. He knows that other villains are in the preserve, but doesn't know who they are. A Mr. Myn Chu hired him by phone and instructed him to wait in a cave in mega-area M8. His orders were to capture anyone moving north through the preserve into the mountains. He was also told a messenger of Mr. Chu's would check with him later in the day, if he caught anyone. Apparently, Mr. Chu knows about everything that happens in the preserve. He has already been paid and was told he could leave the day after tomorrow, when "the subject would be properly controlled." He has no idea who the subject is or what is going on. Plantman doesn't know how he was transported here and wasn't told there were Avengers involved.

Table 4: *Floral Fiends Karma*

Plantman is captured	+40
Plantman is successfully questioned	+15
Plantman escapes	-20
Each hero defeated	-20
Each hero defeated and captured	-35
Extensive damage to the forest	-15

CHAPTER 3: AVENGERS ON ICE



CAMPAIGN

As the characters proceed north they eventually come across a large stream flowing west. This stream is guarded by BLIZZARD™.

Ahead, you hear the roar of cascading water. Soon you see a swollen stream that has overflowed its banks and is racing to the west. You have no idea whether the stream is fordable.

If the characters have been following a path they can ford the stream. At any location the stream depth drops to about 7 feet in the middle, and the heroes must swim across. This is no real problem, but the current is so strong it carries swimming heroes two mega-areas to the west by the time they cross.

If Hawkeye is present, he can shoot a line across the stream so characters can cross hand-over-hand.

Whether the heroes swim or climb, Blizzard attacks while they are crossing the stream. If they are swimming, heroes notice the water getting horribly cold about halfway across. Ice begins forming, threatening to trap them or push them under.

If the heroes are climbing across, the cable begins freezing when they are halfway across. Ice forms on it for no apparent reason, making it very slippery.

BATTLE

Blizzard is directing his attack from the far side of the stream, standing in the open. Freezing someone in place, whether on the cable or in the water, takes him two rounds.

Any character who continues swimming on the surface is frozen into a block of ice before they reach the bank. They won't drown, but they can't do anything while trapped. The ice is Remarkable material.

Any character who swims under the ice can reach either shore without freezing (but must surface frequently to breathe).

The ice floes are just the right size to capture a person but will capsize easily if someone tries to climb on top. Blizzard channels all the floes to his side of the river by freezing the water to form a canal. He can trap someone and bring him to the shore in six rounds.

If the heroes counterattack, Blizzard attacks with his ice missiles and uses his ice armor. He can also ice up the trees along the river, toppling them and causing Excellent damage. He can create a blinding snowstorm to cover his retreat and ice the ground behind him to slow down pursuers.

AFTERMATH

If Blizzard is about to be defeated, he runs to the north, where a spare backpack is in his cave (Q8). He then heads back to the Sun Bird Valley Hotel where he is staying. (The Avengers are also staying at that hotel.) He catches a bus for Boise the day after tomorrow.

If Blizzard is captured he refuses to talk, but characters can try frightening him or dealing with him. If a hero makes a believable bluff or an attractive offer, make a Reason FEAT roll for Blizzard. If it fails, he tells the heroes what he knows. Otherwise, he clams up.

If Blizzard talks, he says that he was hired by a Mr. Chu. He was teleported from his campsite to a cave where he was told to wait. He also tells the characters that the mountains north of the forest are riddled with caves. He doesn't know who Mr. Chu is but he saw a big, green, flying guy carrying Iron Man to the mountain ridge just west of the plateau yesterday afternoon.

Table 5: Avengers on Ice Karma

Blizzard is captured	+55
Blizzard is successfully questioned	+15
Blizzard escapes	-20
Each hero defeated	-20
Each hero defeated and captured	-35

CHAPTER 4:

"BEWARE THE PYRO-MANIAC!"

CAMPAIGN

Mandarin scans all of the passes and channels through the rock outcroppings north of the stream and teleports PYRO™ to cut off anyone trying to pass through to the north. Pyro fights on the ground and usually stations himself at the very center of the pass. If the characters try to move north through mega-areas J1 through J9, K1, K3, K4, K5, N3, or O1, read the following:

Ahead are some foreboding rock outcroppings, 30 feet high in some places, though they may be climbable. The passage seems to continue through the rocks.

If any character climbs over the rocks, he catches Pyro off guard. At some point the character sees flames rolling through the pass in a domelike shape, followed by a figure in orange who seems to be controlling the flames.

If the characters move through the passes, they meet Pyro's flaming jellyfish face-to-face. It resembles a flaming Portuguese man-of-war floating in the air, igniting shrubs as it passes.

BATTLE

The fire beast reaches the characters in one round unless they move. No normal, physical damage affects any of Pyro's flame creatures. Cold, water, and lack of

oxygen are the only effective attacks.

The huge jellyfish is large enough to engulf five people. It immediately tries to cover the largest gathering of people in the pass (or on the rocks if they've been seen). The creature covers its victim automatically unless the victim dodges by making an Agility FEAT roll. Heroes inside sustain Remarkable fire damage the first round. The flaming beast stays in place over its victim, inflicting Remarkable damage each round. The fire also consumes all of the oxygen inside in two rounds. Any character still inside must make a red Endurance FEAT roll every round to avoid passing out. The creature continues attacking one hero until that hero passes out, then chooses another victim.

If one hero tries to break free (an Agility FEAT), the jellyfish simply moves along with the hero until he passes out.

Pyro can create and control only one of these suffocating flame creatures a day, but can create numerous lesser flame beasts. His mission is to capture any heroes and deliver them to "the boss."

A character passing through the rock outcroppings by way of the streams can swim underwater and pass Pyro safely. A bucket or boot full of water thrown on one of these creatures inflicts Typical damage. The fire creatures can be doused by a great deal of water, a lot of dirt, at Pyro's command, or if Pyro loses consciousness.

Pyro is not that difficult to find. The fire creatures originate from him, so he is always right around the corner from the battle.

AFTERMATH

If Pyro is captured, he is disheartened and has a one column shift to the left when trying to resist questioning. If he talks, he tells the characters that he was bored last night, so he created some fire creatures and sent them out to scout around while he stayed in the cave that Mr. Chu provided. His creatures located several different humans in other nearby caverns. Through his flame scouts he deduced the other people were Plantman, Whirlwind, Radioactive Man, Blizzard, and someone else who was too far away to identify.

If Pyro is defeated but escapes, he travels east along the rock outcroppings until he is out of the park. He then goes to his hotel room at the Ron Day View Motel (where he is registered as Al St. John) and waits for the 9:00 a.m. flight out of Sun Bird Valley to Boise, day after tomorrow.

Table 6: Pyro-Maniac Karma

Pyro is captured	+65
Pyro is successfully questioned	+15
Pyro escapes	-25
Player-hero is defeated	-20
Player-hero is defeated and captured	-35



CHAPTER 5:

TORNADO ALLEY!
CAMPAIGN

WHIRLWIND™ is the Mandarin's final tele-portable ally. He will be teleported to any location north of the great east-west trail running from L2 to P9 as soon as anyone enters. When a hero crosses this line, read the following:

A strange wind has suddenly picked up, died down, then picked up again. In the distance you see a bizarre sight. A little funnel cloud is moving away from you erratically, sometimes growing, sometimes shrinking to the size of a dust devil. Eventually, the funnel slows down and a man can be seen inside, spinning like a top. He finally stops and staggers a few steps. He appears injured, as though he just went 15 rounds with the Hulk. You recognize him as Whirlwind, a minor villain. He is moving away from you and doesn't seem to note your presence.

Whirlwind's fighting style is restricted by dense forest and not very effective in brush, so he is trying to lure the heroes into a rocky area. He feigns injury and leads the characters to mega-area L1 through L4, the rockslide or the rocky bluffs around the ranger tower. He attacks as soon as he gets to one of those mega-areas.

If the heroes don't follow him, he heads to the northernmost part of the map and waits in ambush in a rocky mega-area. He will not fight in forest or brush. Whirlwind's assignment is not to stop any hero from going north; "Mr. Chu" has decided that if the Avengers eluded capture this far north, they must be destroyed.

BATTLE

Once Whirlwind gets the heroes into a rocky area, he goes into Tornado mode. One round after he reaches Tornado strength the gravel and rocks within 100 feet of him are picked up and spin with him. Anyone within 100 feet sustains Remarkable damage every round they stand in the tornado. If the characters fall

prone or hide behind rocks, they suffer only Good damage. Whirlwind can't use his force field effect while he's causing a tornado.

When he believes the heroes are dead or unconscious, he spends one round creating his air cushion force field before checking the bodies. He is vulnerable during this switch.

If the heroes dish out more than they take, Whirlwind twirls away until he reaches a trail or flat land, then switches to Lightning Speed and takes off down the western-most trail.

AFTERMATH

If the heroes are defeated, Whirlwind waits for Radioactive Man to show up and turns them over. If he escapes, he heads back to Harold's Hide-A-Way Motel where he is staying under the name JOHNNY SPINNER™. He takes the late afternoon flight to Butte, Montana, the day after tomorrow.

Whirlwind has no knowledge of where or who the Mandarin is, so if the characters ignore him and he sets up an ambush, he may unknowingly attack them in Q9 as they confront the Mandarin.

If Whirlwind is captured and made to talk, he confirms the others' stories about the caves and the provisions. However, he also knows that Iron Man is under Mr. Chu's control, because Chu told him, "If you destroy only half of them, that will be sufficient. Iron Man will finish the rest in the arena."

Table 7: Tornado Alley Karma

Whirlwind is captured	+55
Whirlwind escapes	-20
Whirlwind is questioned	+15
Player-hero is defeated	-20
Player-hero is defeated and captured	-35
Characters pursue Whirlwind immediately upon sighting	+10
Characters decide to catch Whirlwind later	-10



CHAPTER 6:



"IF ONE SHOULD BETRAY..."

CAMPAIGN

Unlike the Mandarin's flunkies, Radioactive Man is a very powerful villain, here only because the Mandarin has him mentally controlled. He torments Radioactive Man and even caused him to break his own fingers to show his subjugation.

Because the Mandarin must keep Radioactive Man under constant mental control, he does not teleport him. Instead, the Mandarin has developed floater boots that allow Radioactive Man to fly around the park at a rate of two mega-areas in one minute. They cannot be worn by anyone else.

Entering Q8 or Q9, the characters hear something crashing about in the woods near the base of the mountain. If the players ignore it, go to Chapter 7 and take Radioactive Man out of this adventure. The Mandarin will not recall him while there is a chance of combat; he is too weakened to be sure that he can control him.

If the players investigate, read the following:

You sneak up to a clearing in the woods. Seated atop a fallen tree is a large green man—Radioactive Man! He is rubbing his bare feet, mumbling. On the ground next to him is a pair of odd-looking boots.

Radioactive Man is taking a break because he is unused to the boots and his feet hurt. If the characters remain hidden they hear references to the "hated master," a cursed ring, Iron Man, and several of the other villains.

If undisturbed, Radioactive Man leaves after 15 minutes of griping. If attacked, he fights to subdue.

Radioactive Man checks on the Mandarin's flunkies in clockwise order beginning with the easternmost scouts in the stream.

If the characters waited in hiding, they surprise Radioactive Man. If they stumbled upon him and attacked, they don't surprise him.

BATTLE

Radioactive Man is uninformed of recent events in the preserve. Consequently, he is not expecting an attack and will only fight to defend himself. If he wins, he will then bring his captives to the Mandarin. Radioactive Man need only lose half his Health points before he surrenders. Radioactive Man accepts any reasonable offer of help to fight against the Mandarin.

AFTERMATH

If Radioactive Man accepts the offer, he tells them that the Mandarin is trying to gain mental control over Iron Man, and succeeding. He may show them where the Mandarin's cave is, but they cannot reach it without detection.

Table 8: Betray Karma

Radioactive Man is captured	+65
Radioactive Man escapes	-20
Radioactive Man is talked into joining with the WCA vs. Mandarin	+60
Player-hero is defeated	-20
Player-hero is defeated and captured	-35
For each of the facts that is gained by staying hidden and listening	+10



CHAPTER 7:

THE CAVERNS OF CHU
CAMPAIGN 1

If the heroes assault the Mandarin's cave, begin this chapter here. If the heroes have been captured, begin at B.

A. Iron Man's beeper can direct the heroes to the proper cave in Q9. The Mandarin's surveillance equipment prevents him from ever being surprised. He allows the heroes to penetrate his headquarters until they reach its heart. Read the following:

The cave is an old tin mine. In its darkened depths you hear the hum of machinery. Numerous secondary shafts twist off the main branch into the blackness, but you sense no movement.

Finally, you see a light ahead, coming from a large vaulted chamber filled to the ceiling with electronic machinery. Many tunnels lead from this main chamber. There is no one in sight.

Go to Part C.

B.

You awaken from a deep sleep. All of your wounds are healed and your weapons and equipment are at hand. You are lying on the stone floor of a huge cavern chamber. The walls are lined with computers and exotic machinery.

Proceed to Part C.

C.

Suddenly, powerful spotlights on the ceiling illuminate the chamber. In the bright light you notice scanners mounted everywhere above the machines, watching you and following you as you move.

Abruptly, a voice boomes from hidden speakers. "Greetings, my guests. I trust you are looking for your friend, Iron Man. He is mine now, doing my bidding. He must be tested, however, so I have arranged for this little gathering. I have only just learned that you call yourselves the West Coast Avengers. How quaint. Avengers," he laughs maniacally, "Assemble!"

BATTLE 1

As the Mandarin's voice dies away, Iron

Man flies from one of the tunnels and attacks the Avengers. Because the Mandarin's mind control reduces Iron Man's will, Iron Man's abilities are shifted one column to the left. He fights until either the Avengers are defeated or he is unconscious, using his repulsor and uni-beam the most. Any action that might kill an Avenger is aborted if Iron Man makes a successful Intuition FEAT roll (the Mandarin isn't strong enough to completely overcome Iron Man's conscience).

If an Avenger does not fight, but spends the round pleading with Iron Man to come to his senses, make a FEAT roll on the Feeble column. If the result is yellow, the character sparks Iron Man's willpower, enabling him to break the Mandarin's control. Shift two columns to the right for each additional Avenger doing this in one round.

CAMPAIGN 2

If Iron Man breaks the Mandarin's control or is defeated, the Mandarin escapes into one of the tunnels. Disguised as a ranger, he flees to his emergency escape helicopter. He then flies to a cabin hideout in the surrounding woods. From there he tries to contact the other villains in his employ to help him escape the Avengers.

If the players are defeated and Iron Man is still under the Mandarin's control, then Iron Man accompanies the Mandarin to the chopper. Meanwhile, Rick Jones has located Tony Stark at Circuits Maximus and had him broadcast over Iron Man's built-in communicator. Just as he's about to step into the helicopter, the sound of Tony's voice and the memories of his years as a pilot are too much for the Mandarin's mental control. Iron Man slumps to the ground, unconscious but free. The Mandarin decides to beat a hasty retreat and flies off to his hidden cabin.

If the players search the premises after the Mandarin has fled, they find a powerful worldwide transceiver, a bank of television screens that can be adjusted to show almost any spot in the preserve (including the locations of any remaining scouts), and the MISC. The transceiver and the scanners are simple to operate.

They also discover Mandarin's luxurious living chamber. In his desk is a small, black book. There are only five lines printed inside:

P.—Camping, not available
P.—Ron Day View Motel, 555-5604

B.—Sun Bird Valley Hotel, 555-6991
W.—Harold's Hide-A-Way Motel, 555-8513
C.—555-4836

These are the locations where the mercenary villains are staying. The Sun Bird Valley Hotel is where the Avengers are staying. The "C" is the Mandarin's cabin.

If the Avengers call the local operator they can find out the "C" number is listed to Mr. Myn Chu. She also gives them the address; the cabin is out in the country.

If the players do not search for the black book or decide that it isn't important, then tell them, as soon as they contact any law enforcement or government officials, that a helicopter was tracked coming out of the mountains and landing on the other side of Sun Bird Valley, deep in the woods. The Mandarin is staying at the cabin for three days, disguised as a ranger by his holobelt. After the evening of the third day, he has made good his escape.

BATTLE 2

In this fight, let one of the players control Iron Man. Though the Mandarin is drained from the strain of the last few days, he still puts up a fight. He is alone, since none of his escaped accomplices are answering their phones. He uses his Disintegrate ring only once as it is the most draining of his rings.

AFTERMATH

If the heroes are beaten, the Mandarin does not bother to destroy them, but laughs and makes his getaway, leaving them in shame. If he is defeated he uses the residual MISC power in his Matter Rearranger ring to transport himself away.

Table 9: The Caverns of Chu Karma

Iron Man is defeated	+70
Iron Man recovers	
while fighting Avengers	+75
The Mandarin is defeated	+100
Hero searches and finds book	+25
Heroes find the Mandarin's	
hideout using notebook	+30
Iron Man defeats hero	-35
The Mandarin escapes	-50
Heroes don't search cave	-10
each	

CHAPTER 8:

VACATION'S END

The Avengers' performance to this point determines how much work they have left to do.

First, a total of 20 scouts must be accounted for. They remain in a zombie-like state for 24 hours after the Mandarin leaves or is defeated, and then wake up dazed.

Second, the villains must be caught. Just because they're out of sight doesn't mean they're out of the game. If the heroes haven't yet identified all five of the Mandarin's hirelings, let one of Mockingbird's SHIELD contacts radio her. He tells her that SHIELD has confirmed the presence of Plantman, Pyro, Blizzard, and Whirlwind in this area. SHIELD also knows that Radioactive Man is working with the Mandarin, but doesn't know where they are.

If it is past midnight of the second day, the four hired villains are in their hotels or campsite and must be hunted down there. How and when they intend to leave Sun Bird Valley is listed in the individual chapters. In case the players ask, here is a list of hotels in Sun Bird Valley:

Old Western Motel
Sunbird Funtime Inn
Sun Bird Valley Hotel
Harold's Hide-Away Motel
Ran Day View Motel
Route 77 Motel
Chateau Marmet Hotel
The Winter Retreat
The Bar-Nihl Inn

If the heroes decide to check these locations, the managers don't recall having

any "peculiar-looking" guests recently. Make up names if the players ask to see the registration slips for the last few days, but slip in the alias or real name used by each individual criminal. Plantman is camped out in an adjoining section of the campgrounds. The only public transportation out of Sun Bird Valley includes Greyhound Bus Service, plane service, and helicopter service.

If the characters need to find Radioactive Man and are having difficulty, the forestry department can lend them a helicopter and several infrared scanners used by the University of Idaho for general atmospheric radiation studies in the past. With some minor alterations, these will locate Radioactive Man in the preserve easily.

ALTERNATIVES

If you are running this adventure for heroes created by your players then the scenario must be changed slightly. Put your heroes on the trail of one of the Mandarin's hirelings, and let them stumble onto the Iron Man kidnapping accidentally. They can always put in a call to the Avengers for help if they get into too much trouble. If they save Iron Man by themselves, they should get a Karma pool bonus of 200 points for the recognition that Iron Man would be sure they received from the press.

If your group of players is a mixture of experienced veterans and one or two greenhorns, insist that the characters stick together for playability's sake. Someone who has never played before usually won't appreciate being completely on his own in a forest full of baddies.

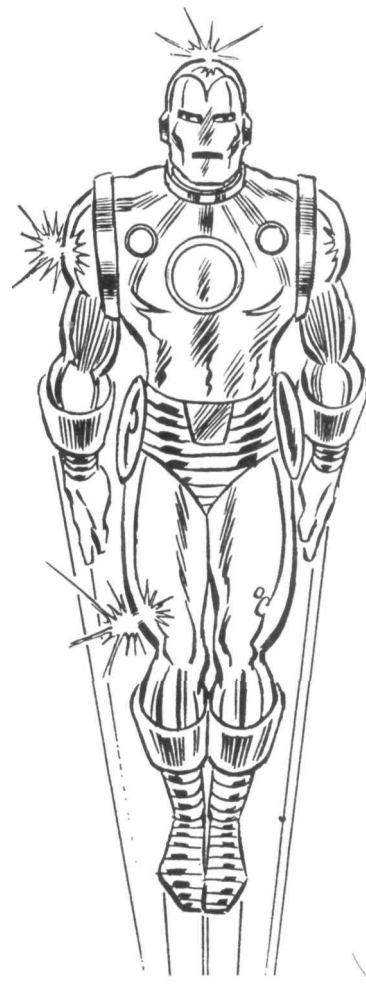
If your normal group of characters is really tough, throw a few more hired villains into the park. Place them in a specific environment where their powers can be used to greatest advantage. Don't forget to register them somewhere so they can be tracked down later in case they escape. More villains can be found in other MARVEL SUPER HEROES adventures and accessories or in DRAGON® magazine, or you can make them up yourself using the game's character generation system. If you need a few more super bad-dies, we recommend the GRIM REAPER™ (Wonder Man's brother), the LIVING LASER™ (who has worked with the Man-

darin in the past but has died in the comics), and the GREY GARGOYLE™.

Another option is to have Radioactive Man rendezvous with the Mandarin at his hidden cabin retreat. If the Mandarin, Radioactive Man, and Iron Man are all on the same side, be ready to bring all of the Avengers to Sun Bird Valley.

If you, as the judge, wish to change the weather patterns or seasons, feel free. This adventure in the middle of winter would take on a whole new aspect, such as snow blizzards, tracks in the snow, and the iced river. A muddy springtime thaw might also be a kick if you want your heroes to wallow in pursuit.

If you really want a battle, remember that this is a federal forest preserve with public parks in it. It is under the auspices of either the Forestry Service or, because of the huge lake off the west of the map, the Army Corps of Engineers. If the government caught wind of 20 scouts being abducted, six villains on the loose, or the preserve being threatened ("Who did you say was in the forest? PYRO!!!") it is quite possible that the National Guard or regular U.S. Army would be called in. You might mention to the players that the U.S. Army's Green Rangers training grounds are located nearby. See if they pick up on it (the Green Rangers would be very well trained for forest combat and pack enormous firepower for infantry).





RICK JONES™ musician, honorary Avenger

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: TYPICAL
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 24
Karma: 22
Resources: TYPICAL
Popularity: 8

Background: Rick Jones was a constant companion to DR. BRUCE BANNER™ his alter ego, the HULK™, from Banner's first,

startling transformation and for many years to come. In an attempt to stop one of the Hulk's rampages, Rick contacted a group of heroes that later became the Avengers. He was made an honorary Avenger and traveled with Captain America for quite some time. Rick still has Avengers security clearance and is a respected honorary member of that group.

Rick also had an unusual relationship with the Kree CAPTAIN MAR-VELL™. Their life forms were linked and Rick could draw Mar-Vell out of the Negative Zone and exchange places with him when danger arose.

In the last few years, Rick has become involved with a group of scouts on a volunteer basis and was selected to be the advance man for the Top 20 Survivalist Scouts Contest.

MESMERIZED SCOUTS

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: TYPICAL
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 24
Karma: 22
Resources: TYPICAL
Popularity: 12

Background: These scouts have no super powers, but they are in fine physical and mental shape (if you overlook the fact

that the Mandarin has them under his mental control). They captured Iron Man and turned him over to Radioactive Man. Their mission after that is to hide in the preserve and prevent any curious campers or investigators from moving north toward the Mandarin's hideout.

Talents: All of these scouts are skilled in emergency survival techniques and can swim, climb, rappel, and stay perfectly motionless with Remarkable ability. They are familiar with the woods and can make traps that cause Typical damage. Each scout has a hunting knife and a hatchet. Both cause 10 points of damage in Hack & Slash combat or 6 points if thrown.

BLIZZARD™ Gregor Shapanka; scientist, professional criminal

Fighting: TYPICAL
Agility: GOOD
Strength: GOOD
Endurance: EXCELLENT
Reason: REMARKABLE
Intuition: GOOD
Psyche: POOR

Health: 46
Karma: 44
Resources: GOOD
Popularity: 4

Powers:

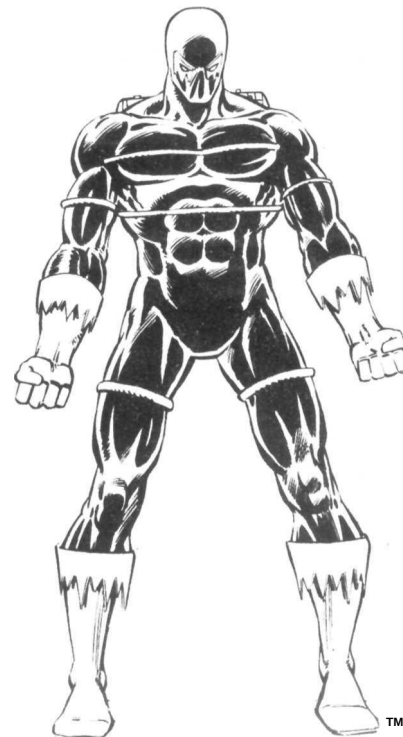
BATTLESUIT. All of Blizzard's powers come from his battlesuit, which consists of an insulated full-body suit, a specially designed set of gloves, and a cryogenic backpack that gives him his freezing powers.

BODY ARMOR. The suit provides Good body armor and Amazing protection against cold. He also can ice himself up to provide Remarkable body armor, and still move.

GLOVES. Blizzard's gloves allow him to make ice-based attacks. He can create icy missiles that cause Remarkable damage with a three-area range. He can form ice walls of Remarkable strength. Finally, he can generate snow, sleet, or freezing rain with Remarkable power.

BACKPACK. The cryogenic backpack is the heart of Blizzard's battlesuit. It can sustain Remarkable damage before breaking down.

Background: Gregor Shapanka was an employee of Tony Stark who stole the circuitry of the original Iron Man armor for personal gain. Using that circuitry in combination with his own genius, Shapanka created the Blizzard and embarked on a criminal career.





PLANTMAN™
Samuel Smithers;
gardener, professional criminal

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: TYPICAL
Reason: GOOD
Intuition: TYPICAL
Psyche: TYPICAL

Health: 24
Karma: 22
Resources: TYPICAL
Popularity: 7

Equipment/Possessions:

PLANT PSI-FIELD PROJECTOR.

Through perseverance and luck Smithers created an energy stimulator that "wakes up" plants. Once awakened, the plants become receptive to the mental commands of the projector's manipulator. The normal range of this manipulation is two areas (for this adventure Plantman must be in the same mega-area as the plants he is controlling). The plants usually remain under his manipulator's influence for an hour after being stimulated. With this device Plantman can cause trees to grap-

ple (up to Incredible damage), roots to grasp (Remarkable damage), vines to grow and choke (Excellent damage), leaves to fall and provide camouflage, etc.

Talents: Plantman's natural empathy toward plants causes them to exhibit singular loyalty to him, obeying his mental commands above any others they receive.

Background: While an assistant to a noted botanist, Smithers learned of a plant's psi field and dreamed of being able to manipulate it. Later a freak accident supercharged one of his inventions and made his dream a reality. His crimes include attacking London and kidnapping the U.S. President.

PYRO™
St. John Allerdyce;
mutant, journalist, professional criminal

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: GOOD
Intuition: TYPICAL
Psyche: GOOD

Health: 56
Karma: 26
Resources: POOR
Popularity: -10

Powers:

FIRE CONTROL. Pyro is a mutant with the ability to cause any fire to grow in size and intensity and to take any form he desires, even that of a living creature. The abilities of such creatures have the following maximums:

F	A	S	E	R	I	P
In	In	In	In	—	—	—

Health = 160 (maximum)

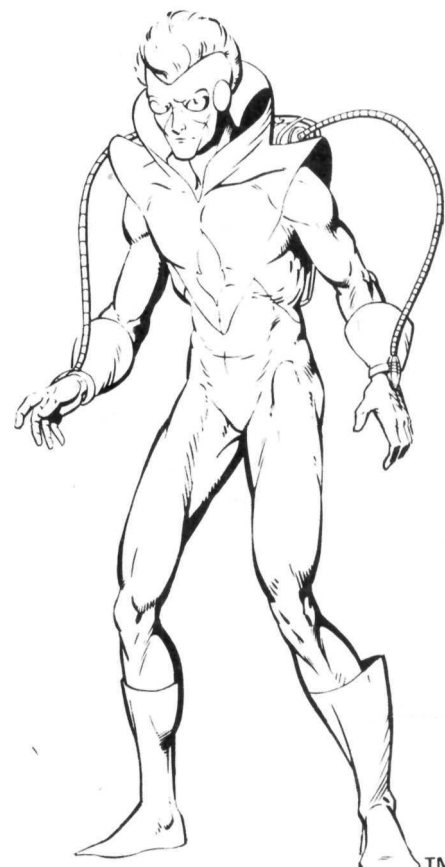
Pyro can mentally control these creatures of flame and command them to do as he wishes. These creatures may cause up to Monstrous damage.

Pyro must be within one area of the original flame in order to control it, but then can manipulate his creatures with Monstrous ability for as long as they are in his sight. These fire-creatures are dispelled if Pyro stops concentrating on the creatures or is knocked unconscious. The creatures then return to normal fire. They take no damage from physical attacks (though they may be disrupted if stunned, requiring a round to reform), and take double damage from water.

FIRE RESISTANCE. Pyro has Unearthly resistance to flame under his control. He is vulnerable to normal fire, and wears a body suit that provides Amazing protection against fires other than his own.

FIRE GENERATION. Since Pyro cannot create flame his suit is also equipped with a flamethrower. It causes Remarkable damage and has a range of two areas.

Background: St. John Allerdyce was born and raised in Australia. He worked as an Australian wire service journalist covering Vietnam and Indonesia. These experiences were the foundation for many of his novels, which critics consider "literary junk." He eventually met Mystique and joined her new Brotherhood of Evil Mutants, but works as a free-lance villain as well.





TM

RADIOACTIVE MAN™
Dr. Chen Lu;
nuclear physicist, professional criminal

Fighting: TYPICAL
Agility: GOOD
Strength: REMARKABLE
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: TYPICAL

Health: 66
Karma: 32
Resources: TYPICAL
Popularity: 2

GAMMA BEAMS. Radioactive Man can project beams of gamma radiation from his hands. The beams cause Amazing damage and have Amazing range.

AREA BLAST. He can also release most of his energy in a devastating explosion. The blast inflicts Remarkable damage to everything in the same area, Excellent damage to everything in each adjacent area. He can explode this way only once per day and usually as a last resort, as it fatigues him.

FORCE FIELD. Radioactive Man can project a force field that gives him Monstrous protection, but it works both ways so he cannot attack while it is up. Anything thrown at this force field bounces off, and Radioactive Man can redirect it, though his aim for redirecting things is only Typical.

RADIOACTIVITY. His body constantly leaks background radiation, making Radioactive Man easy to detect and find.

Background: Radioactive Man was originally created to defeat Thor. Failing this, Dr. Lu became an outcast and turned to crime. He understands his powers very well. Recently, Radioactive Man was freed from jail by the Mandarin and has fallen under his mental control. He hates the Mandarin's constant control over his actions.

WHIRLWIND™
David Cannon;
criminal mutant

Fighting: GOOD
Agility: INCREDIBLE
Strength: GOOD
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: TYPICAL
Psyche: TYPICAL

Health: 90
Karma: 18
Resources: TYPICAL
Popularity: 8

Powers:

SPINNING. The Whirlwind can spin his body up to 400 revolutions per minute. He has an almost perfect sense of balance. Only a character with Unearthly or greater Strength can grab him while he's spinning.

LIGHTNING SPEED. He can travel at Remarkable speed while spinning. He looks like a small hurricane when he is moving.

FLIGHT. Whirlwind can fly at Remarkable speed for up to 12 rounds. He is unable to use his arms to fight while flying, because he is using them as crude helicopter blades.

FORCE FIELD. Any time he is spinning, Whirlwind has the equivalent of Remarkable body armor. If he does nothing else, and spends one round preparing, he can create an Incredible air cushion force field.

TORNADO. Whirlwind can create tornado-force winds in the area he occupies and all adjacent areas. Loose objects in these areas are picked up and hurled with great force, causing Remarkable damage to anyone standing in the area. He can also pick up large, individual objects (Strength is Remarkable) and toss them around. If he wants to fling something to a specific spot, he must make an Agility FEAT roll.

Background: David Cannon started out as a bully and petty thief, using his mutant powers to his advantage. He has worked as a circus performer and pro wrestler, among other things. He has had run-ins with the Avengers before.



TM

MANDARIN™
real name unknown;
conqueror

Fighting:	REMARKABLE
Agility:	EXCELLENT
Strength:	GOOD
Endurance:	REMARKABLE
Reason:	REMARKABLE
Intuition:	GOOD
Psyche:	GOOD

Health:	90
Karma:	50
Resources:	AMAZING
Popularity:	12

Powers:

HARD HITTING. The Mandarin has toughened his hands so that they cause Excellent damage when striking. If his force field is tight against his body, he can cause Remarkable damage with one blow.

FORCE FIELD. He wears equipment that can project a Monstrous force field around him. He can extend it to cover the entire area he is in, or shrink it down to a skin-tight layer around himself.

HOLO-BELT. In this adventure, the Mandarin is using a holo-belt that gives him the appearance of a specific, programmed image: in this case, a forest ranger.

MAKLUAN RINGS. The Mandarin wears 10 rings, each of which has a different power. He is linked psionically with these rings and no one else can use them. He can control a ring from anywhere on earth and mentally observe what is happening near any of the rings.

All the rings that produce a blast cause Remarkable damage unless otherwise specified.

Left hand:

Ice Attack—little finger. causes stun only, range of two areas.

Mento Intensifier—ring finger. This ring magnifies the Mandarin's Psyche to Remarkable, and gives him the power to control minds. To control someone's mind, the Mandarin must be in the same area as his victim, and the victim must make a Psyche FEAT roll. If the victim's Psyche is Excellent or less, he resists the Mandarin only with a red FEAT roll. If the victim's Psyche is Remarkable, a yellow FEAT roll resists the Mandarin. If the victim's Psyche is Incredible or better, a green FEAT roll is sufficient. Once control is established, the Mandarin can maintain it from a distance of up to one mile.

Electro Blast—middle finger. electrical shock, three-area range.

Flame Blast—index finger. two-area range.

White Light—thumb. This ring can emit any type of light or radiation. The beam causes Remarkable damage up to five areas away.

Right hand:

Dark Light—little finger. Emits Darkforce with Remarkable intensity.

Disintegration—ring finger. Monstrous disintegrator blast, affected by force fields but not body armor. A Kill result means the target is totally disintegrated.

Vortex Beam—middle finger. This ring causes nearby air to move rapidly in a vortex. The result is identical to Whirlwind's tornado.

Impact Beam—index finger. Emits a beam of concussive energy which causes Incredible slugfest damage up to one area away.

Matter Rearranger—thumb. This ring can reshape objects in the same area as the Mandarin, but it cannot change one element into another, nor can it affect living matter. Any force field stops it. The power also can be used to teleport persons or objects to or from the Mandarin. It can even reach into some other dimensions.

Talents: The Mandarin is adept in several martial arts fighting styles, giving him the chance to Stun or Slam anyone. He also is a master of modern technology and the alien Makluan technology. He usually carries numerous hi-tech items.

Background: The Mandarin displayed his scientific genius at an early age and underwent intensive education in China. He eventually rose to a position of great power within the government, much like the ancient mandarins. The Chinese communist revolution deprived him of his position, wealth, and palace. Eventually, he explored China's forbidden "Valley of Spirits" and there found a wrecked Makluan star vessel. Eventually he reassembled it and mastered the Makluan technology, as well as the 10 rings he found inside the ship.

Mandarin used his rings in many attempts to conquer China and the world, but he was usually stopped by Iron Man. He transferred his life essence into a younger, stronger body and began his attempts to dominate anew.

MENTO INTENSIFIER SELECTIVE CONCENTRATOR

Body:	REMARKABLE
Controls:	EXCELLENT
Size:	Room-Sized
Complexity:	AMAZING
Power Source:	Atomic Battery

Powers:

AMPLIFICATION. The MISC was designed to amplify Mandarin's Mento Intensifier or Matter Rearranger rings. It increases Mandarin's mental control range to 40 miles, though the victim must be within two areas of the MISC when control is established. Anyone subjected to the Mandarin's Mento Intensifier ring, amplified by the MISC, must lower his Psyche by two ranks when making a Psyche FEAT roll to resist mental control. This resistance check is made once per hour for as long as the victim is subjected to the Mento Intensifier ring. Once the roll is missed, the victim's willpower is broken, although the victim may use Karma to resist.

The MISC also increases the Mandarin's teleporting ability, allowing him to teleport anyone twice per round.

Using the MISC is a heavy strain, and seriously affects the Mandarin's concentration.



IRONMAN™

James Rhodes; bodyguard, pilot

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: INCREDIBLE
Endurance: MONSTROUS
Reason: GOOD
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 155
Karma: 36
Resources: TYPICAL
Popularity: 70

Powers:

BODY ARMOR. Rhodey's suit provides Amazing protection from physical damage and most energy attacks, and has Unearthly resistance to radiation and electricity. The armor also has Remarkable resistance to heat, cold, and acid.

FLIGHT. The suit's boot jets can reach Monstrous speeds. They can inflict Incredible slugfest damage to one target in the same area as Iron Man.

REPULSORS. Medium-density plasma projectors are fitted into each glove, capable of inflicting Amazing damage at Incredible range. The repulsors may be fired at separate targets (requiring a yellow Agility FEAT roll to hit either target).

UNIBEAM. A high-intensity lamp mounted in the center of Iron Man's chest, the Unibeam can illuminate an area up to two areas away, or blind an unsuspecting opponent for 1 to 10 rounds (treat as Stun? result). If narrowed to a laser, the beam inflicts Incredible damage at Good range.

AIR SUPPLY. When sealed, the armor contains enough air for two hours, and can withstand the pressure of the deep ocean or the vacuum of space.

FIRE EXTINGUISHER. The armor can fill an area with foam. This foam shifts damage from fire seven columns to the left.

ENERGY ABSORPTION. The armor can absorb up to an Unearthly amount of electrical energy in a single round with no ill effect. The pods can absorb such intense energy for up to three rounds before exploding, causing Monstrous damage. The energy can be redirected safely through the repulsors, inflicting Monstrous damage.

OVERIDE. Iron Man can remove the armor's safety interfaces to channel his power into one system giving him Unearthly Strength or Unearthly repulsors. Each round he does this, make

a FEAT roll on the Shift 0 column; any result other than red or yellow means the armor's circuits have fused and immobilized the suit.

ENERGY PODS. The two disc-like pods on Iron Man's waist are for storing excess energy. They can be detached to create an induction field that acts as a Remarkable force field in a single area, and can overload electrical machinery with Incredible power. (Normal electronics are overloaded with a Green FEAT roll, while machinery with an Endurance rank is allowed an Endurance FEAT roll.) Finally, the pods can be thrown up to five areas and exploded, causing damage equal to the energy stored. Each pod removed shifts Iron Man's Strength, Endurance, and damage from other attacks one column to the left.

SONIC. Iron man can inflict up to Amazing damage to everyone within three areas (Endurance FEAT or be stunned for 1-10 rounds).

TRACTOR BEAM. The armor has a small tractor beam capable of lifting up to 400 lbs at a range of one area.

SENSORS. Rhodey's suit is equipped with radar, sonar, and heat detectors that allow him to locate invisible or camouflaged opponents up to 10 areas away. A nightvision lens allows Iron Man to see in normal darkness as if it was daytime, up to three areas away.

FREON TABLETS. These tablets are launched from dispensers in the armor's epaulets. They can only be used against opponents in the same area as Iron Man, but they cause Monstrous cold damage. They generally are used against non-living opponents.

ELECTRONIC COUNTER MEASURES. The armor has Good ECM. Standard radar cannot detect Iron Man, and external signals weaker than Monstrous cannot override the suit.

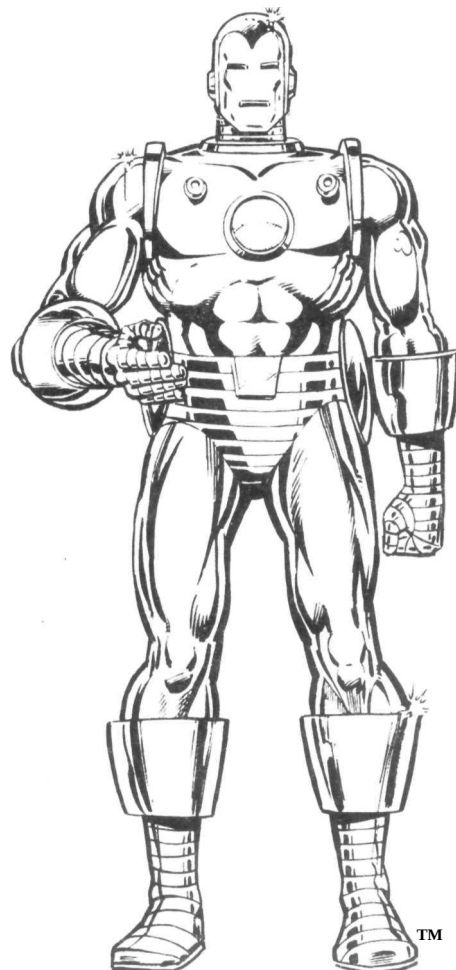
REVERSE MAGNETISM. Iron Man has Incredible control over magnetism, allowing him to alter or reverse the course of thrown metal objects (striking the caster on an Agility FEAT roll).

ROLLER SKATES. Iron Man can reach Excellent speed using a set of skates nested within his boots.

EYE PROTECTION. The suit has polarized eye shields that provide Monstrous protection against blinding attacks. The shields drop into place automatically, and result in one round of blindness from the sudden change.

IMAGE PROJECTOR. The armor can create as many as a dozen visual duplicates of Iron Man. Any attack from a distance against a group of Iron Man duplicates has an equal chance of hitting any of them. (For example, if there are nine duplicates, the real Iron Man will be hit only once in every 10 attacks.)

DIGGING ABILITY. Iron Man can tunnel through the earth at Good speed, using gougers that fit over the wrists. These gougers can dig through Incredible material.



MOCKINGBIRD™

Barbara "Bobbi" Morse Barton
Adventurer

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: TYPICAL
Endurance: GOOD
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: TYPICAL

Health: 56
Karma: 32
Resources: TYPICAL
Popularity: 50

Talents:

ACROBATICS. Mockingbird receives an additional one-column shift in her favor when using her Agility to Dodge.

CONTACTS. Because of her extensive espionage work for the government, Mockingbird's Popularity is Monstrous when seeking aid or information from S.H.I.E.L.D., any U.S. government security or law enforcement agency, Interpol, etc.

BIOLOGY. Barbara is a trained biologist. Her Reason is Remarkable in this field.

Equipment/Possessions:

PROTECTIVE SUIT. Mockingbird's suit is made of Kevlar and woven Beta cloth. The suit provides Remarkable protection from physical damage and Excellent protection from fire.

BATTLE STAVE. Mockingbird's chief weapon is her battle-stave, composed of two hollow steel-alloy poles (Remarkable material). She keeps these strapped separately to her forearms beneath her loose-fitting sleeves. The battle stave can be:

- A) Thrown as a javelin, causing Remarkable damage with a range of 4 areas (one attack per round.)
- B) Used as a bo stick, causing Remarkable Slugfest damage.
- C) Broken down into two short clubs, both of which can be launched from spring forearm holsters in one round to a range of 3 areas causing Remarkable slugfest damage. She can throw one baton per round. Mockingbird can throw a baton so that it bounces back to her, allowing her to catch it again by making an Agility FEAT roll.
- D) Extended to a length of 8 feet, providing Mockingbird with a vaulter's pole that allows her to clear a one-story building.

In all uses, Mockingbird has Remarkable Agility with her battle-stave.

AVENGERS TRANSCIVER. Mockingbird's training in espionage has taught her to always carry her transceiver. Since this is an Avengers transceiver, it can pick up any Avenger's emergency signal, including Iron Man's beeper.

Background: Barbara Morse started her career as an assistant on the government-sponsored project to rediscover the Super-Soldier formula that created Captain America. Her exemplary record came to S.H.I.E.L.D.'s attention. She was quickly recruited and trained as a field agent. She performed many assignments for S.H.I.E.L.D., became good friends with Ka-Zar of the Savage Land, worked for the U.S. government in investigating and cleaning up S.H.I.E.L.D., and operated for a while as a free agent and adventurer. She is one of the founding members of the West Coast Avengers and is married to its leader, Hawkeye.

WONDER MAN™

Simon Williams
actor, adventurer

Fighting: GOOD
Agility: REMARKABLE
Strength: UNEARTHLY
Endurance: MONSTROUS
Reason: TYPICAL
Intuition: TYPICAL
Psyche: TYPICAL

Health: 215
Karma: 18
Resources: POOR
Popularity: 45

Powers:

BODY ARMOR. Wonder Man's skin is so hard that it gives him Amazing protection from all forms of damage.

ENVIRONMENTAL INDEPENDENCE. Simon does not need to eat, drink, or breathe, but can if he wants to. He can survive comfortably in outer space. He is not truly a human anymore, and does not age.

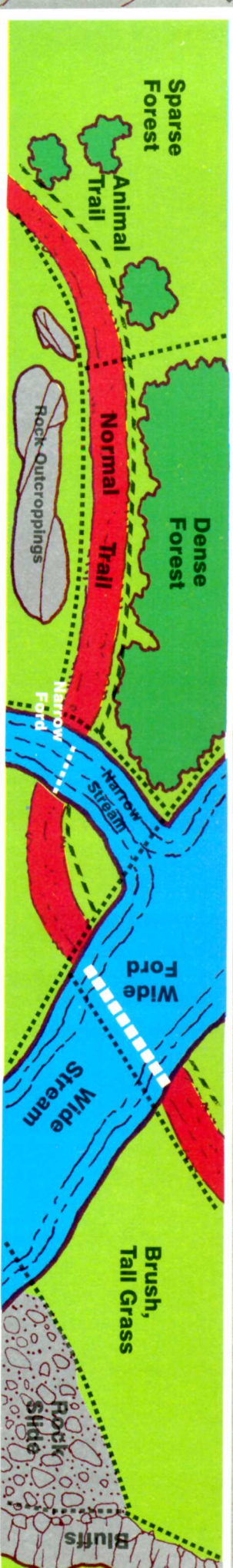
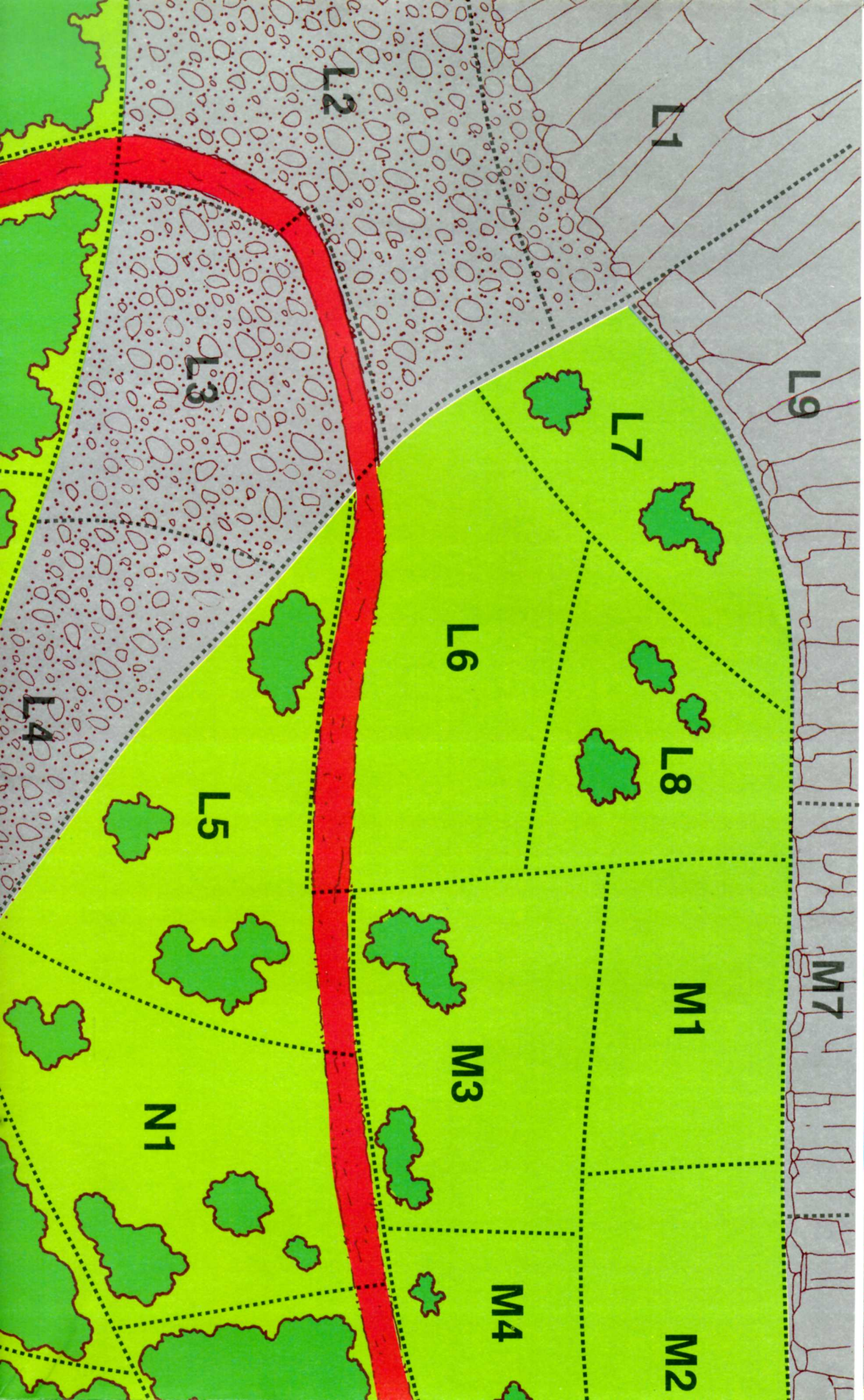
Equipment/Possessions:

FLIGHT. Simon wears a belt which allows him to fly at Remarkable speeds. The belt can lift only 300 pounds more than his own weight, but this does not affect his speed.

Background: The owner of the failing Williams Electronics, Simon Williams fell in with Baron Zemo and the Enchantress, members of the Masters of Evil. He was subjected to an ionic ray treatment that gave him extraordinary strength and invulnerability. Zemo told him that a side effect of the treatment would kill him unless he took an antidote that Zemo would provide every week. With Wonder Man at their side, the Masters of Evil challenged the Avengers. Wonder Man betrayed Baron Zemo, and the Masters of Evil were defeated. Then Wonder Man, without his antidote, apparently died. His brother, the Grim Reaper, took Simon's body to a voodoo priest to have it revived. Reanimated as a mindless zombie, Wonder Man followed the commands of his brother and once again attacked the Avengers. Cap-

tured by the Avengers, he slowly began to regain his humanity. It was later discovered that he had never been dead, but in a deep coma while his body underwent a permanent metamorphosis into a form that allowed him to retain his powers. After breaking away from his brother Simon became a guest of the Avengers, and eventually was elected to full membership. During this period Tony Stark designed the jet-belt for him. He left the Avengers to pursue an acting career, primarily as a stunt man. Recently he joined the West Coast Avengers, though he still has doubts about his heroic calling. Simon and Tigra met in the West Coast Avengers, and the two have become close friends.

As a result of his transformation, Simon's eyes glow with strange energy. This glow is not harmful in any way, but is rather unsettling to others. For this reason Simon usually wears tinted glasses.





M8

M6

M5

N7

P7

N6

Q9

Q8

Q7

Q6

P8

P5

Q1

Ranger
Tower

Q5

Q10

Q4

Q3

NORTH

Q2

P9

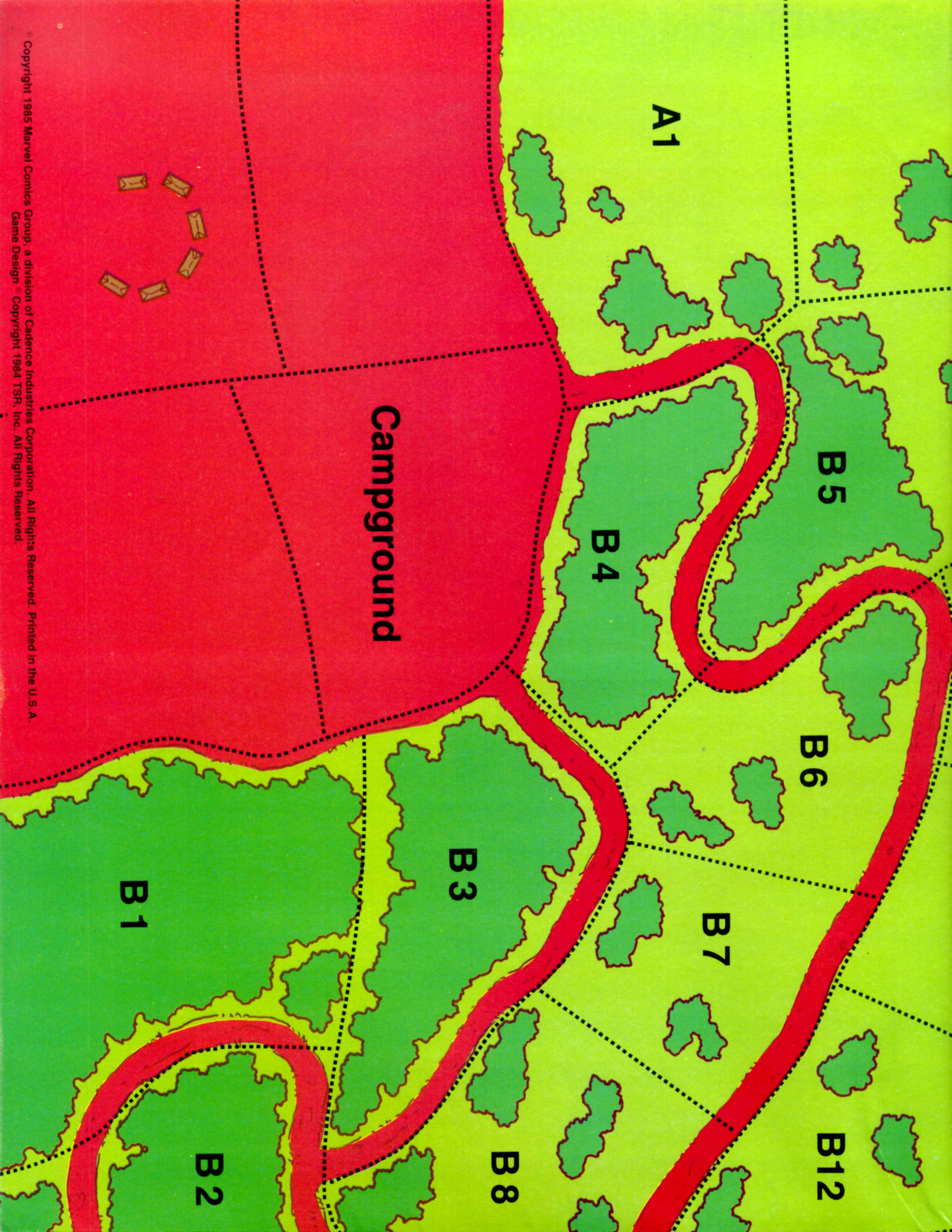
P3











Campground

A1

B5

B4

B6

B7

B12

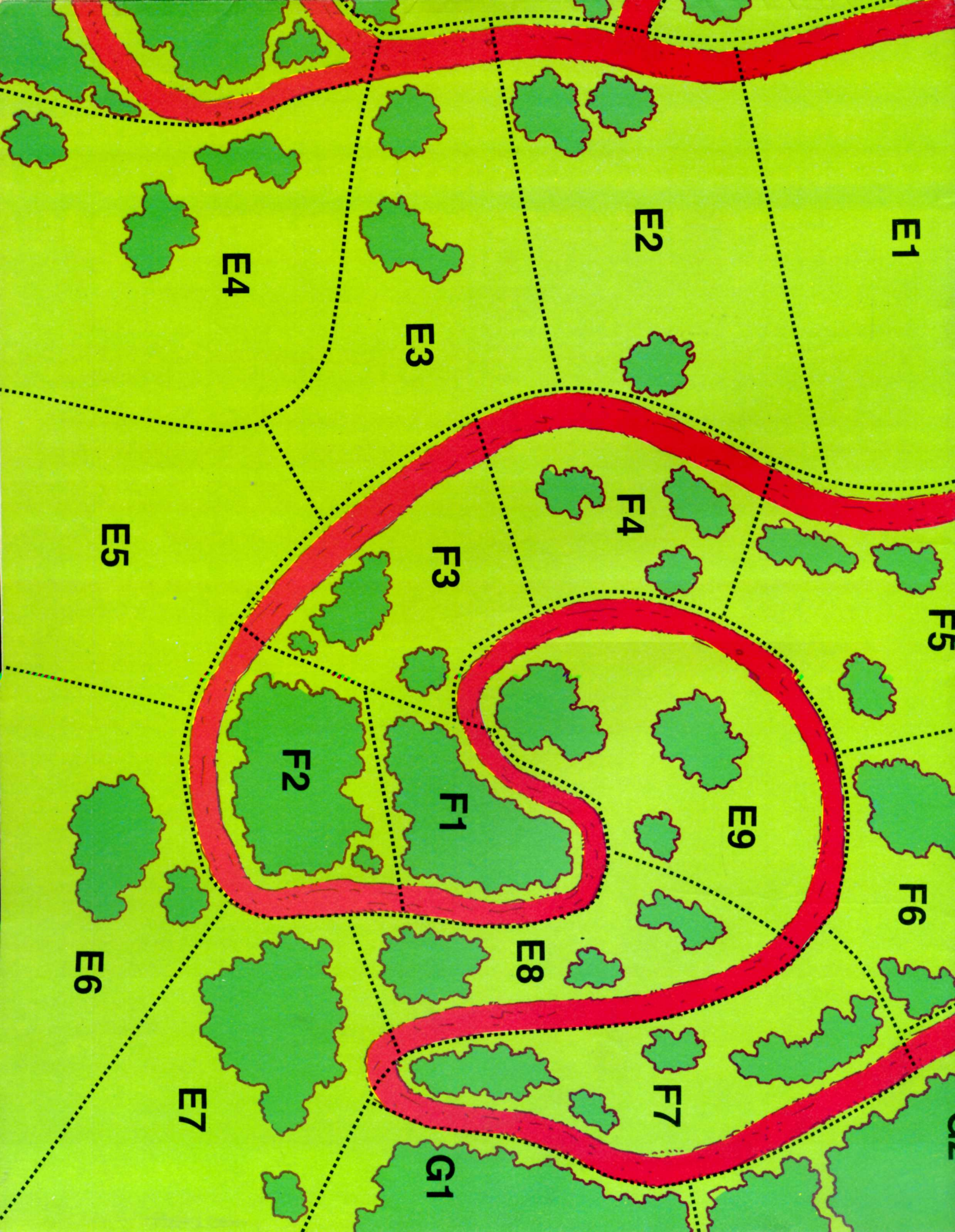
B8

B3

B2

B1





HAWKEYE™

Clint Barton,
leader of West Coast
Avengers

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL
Health:	70
Karma:	22
Resources:	TYPICAL
Popularity:	45
Extraordinary Vision	
Poor Hearing	
Bow Skill	
Special Arrows	

MOCKINGBIRD™

Barbara "Bobbie"
Morse Barton

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	TYPICAL
Endurance:	GOOD
Reason:	EXCELLENT
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	56
Karma:	32
Resources:	TYPICAL
Popularity:	50

Protective Suit
Acrobatics
Battle Slave

IRON MAN™

James Rhodes,
pilot and bodyguard

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	INCREDIBLE
Endurance:	MONSTROUS
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	TYPICAL
Health:	155
Karma:	36
Resources:	GOOD
Popularity:	70

Body Armor
Tractor Beam
Reverse
Magnetism
Unibeam
Energy Pods
Image Projection
Roller Skates
Digging Ability
Nightvision Lens

Override
Repulsors
Energy
Absorption
Flight
Air Supply
ECM
Sensors
Optics

RADIOACTIVE

MAN™
Dr. Chen Lu

Fighting:	TYPICAL
Agility:	GOOD
Strength:	REMARKABLE
Endurance:	EXCELLENT
Reason:	EXCELLENT
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	66
Karma:	32
Resources:	TYPICAL
Popularity:	2

Gamma Beams
Area Blast
Force Field

TIGRA™

Greer Grant Nelson

Fighting:	EXCELLENT
Agility:	INCREDIBLE
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	TYPICAL
Intuition:	REMARKABLE
Psyche:	EXCELLENT
Health:	130
Karma:	56
Resources:	TYPICAL
Popularity:	50

Claws
Extraordinary Senses
Empathy
Running Speed

WONDER MAN™

Simon Williams

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	UNEARTHLY
Endurance:	MONSTROUS
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	215
Karma:	18
Resources:	POOR
Popularity:	45

Body Armor
Environmental Independence
Flight

RICK JONES™

Rick Jones;
Honorary Avenger

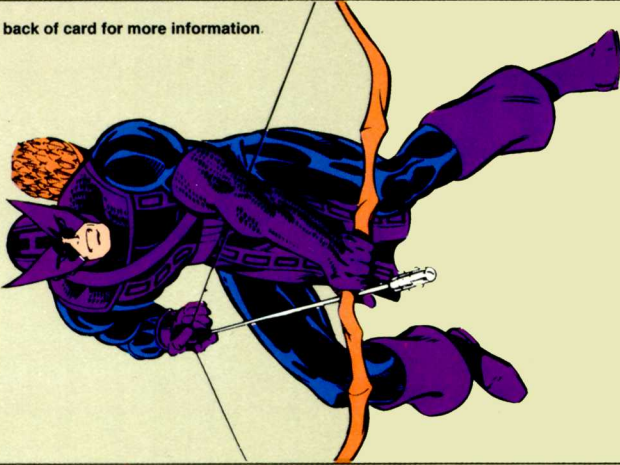
Fighting:	TYPICAL
Agility:	TYPICAL
Strength:	TYPICAL
Endurance:	TYPICAL
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL
Health:	24
Karma:	22
Resources:	TYPICAL
Popularity:	8

WEST COAST AVENGERS™ CHARACTER CARDS

Cut out cards

See back of card for more information.

HAWKEYE™



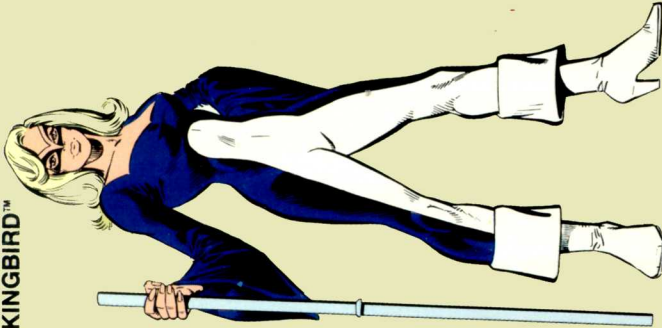
See back of card for more information.

TIGRA™



See back of card for more information.

MOCKINGBIRD™



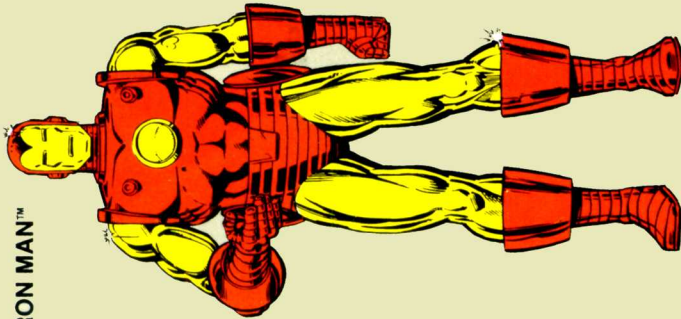
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WONDER MAN™



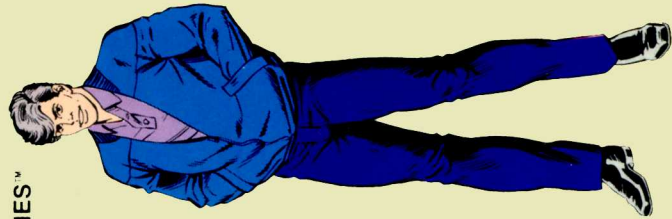
See back of card for more information.

IRON MAN™



See back of card for more information.

RICK JONES™



See back of card for more information.



RADIOACTIVE
MAN™

AVENGERS
PRIORITY IDENTICARD

AUTHORIZED CARDHOLDER

NATIONAL SECURITY COUNCIL DIRECTOR

UNITED STATES PRESIDENT

FULL
SECURITY
CLEARANCE

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

THE LAST RESORT

Kim Eastland

The WEST COAST AVENGERS™ are off for a vacation in the Rockies where they can get away from the everyday grind of fighting villains and would-be world conquerors. Or are they?

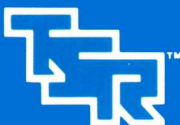
When HAWKEYE™, MOCKINGBIRD™, TIGRA™, and WONDER MAN™ arrive they are met by Rick Jones, honorary Avenger, who has grave news. His scout troop has disappeared . . . along with the invincible IRON MAN™!

Can the remaining members of the WEST COAST AVENGERS find the missing kids and the world's greatest human fighting machine? And once found, can they be freed from the clutches of the mysterious Mr. Chu?

There's mystery, the thrill of the hunt, and non-stop slugfest action when America's newest super-team faces a bevy of baddies at The Last Resort.

This adventure is for use with the MARVEL SUPER HEROES™ Role-Playing Game. You must have the MARVEL SUPER HEROES™ Role-Playing Game to play this adventure. This package includes a 16-page adventure book, 21½" x 33" color map, 8 character cards, and complete information on the WEST COAST AVENGERS and their fearsome foes.

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